WARRANTY

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
2) Carefully print on the box or carton the following name and address
   TIGER ELECTRONIC TOYS,
   REPAIR CENTER
   980 Woodlands Parkway,
   Vernon Hills, Illinois 60061, USA.
   Also, don't forget to show your return address.
3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US$12.00 payment for the repair service.

TIGER ELECTRONICS INC.®

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79003IWTIE-1
MODEL 79-003

MARVEL™ COMICS

X-MEN®

ELECTRONIC LCD GAME

TIGER ELECTRONICS™

THE MOST X-CELLENT CHALLENGE

Wolverine with claws made of adamantium, is the fiercest X-Men of them all. Beast, in addition to his superhuman strength, speed, and agility, is also brilliant. Together, Wolvie and Beast should be an unbeatable X-Men combination!

But Magneto believes otherwise. Magneto believes that humans will never accept Mutants—and he has launched his own deadly crusade against humanity. He believes nothing can stand in his way, and when he can enlist the evil of Sabretooth and Sinister, he may be right!

THE X-CITEMENT BUILDS

There are three modes to the game:

GAME 1 A one player game without barcode cards.
GAME 2 A one player game with barcode cards.
GAME 3 A two player game with barcode cards.

CHOOSE FROM 3 GAME MODES!

You play as either WOLVERINE or BEAST. Choose wisely because each has their own special powers! Wolvie has his adamantium claws and the Beast has his electro-magnetic dispersal gun!

In GAMES 1 AND 2, you fight against the computer. In GAME 3 you fight against the computer but compete for score against a second player.

There are 5 stages of play in all 3 games. If you ever lose all your lives in any stage, the GAME IS OVER.

SINISTER IS JUST ONE OF YOUR COMPUTER OPPONENTS!

You WIN games 1 and 2 if you complete all 5 stages. You WIN game 3 if you outscore the second player. However, in game 3 if one of the players loses all his lives, the other player is automatically the winner!

A DIFFERENT GAME EVERY TIME YOU PLAY!

There are barcode cards provided for game play in games 2 and 3. YOU MUST INSERT AT LEAST 1 BARCODE CARD BEFORE EACH STAGE BEGINS IN THESE TWO GAMES. The barcode cards give you additional background on characters related to the game as well as providing secret techniques that can change the game EVERY TIME YOU PLAY!

These secret techniques can intensify your strength and abilities. However, some of the cards contain techniques that may weaken you. Some cards can intensify the strength of your opponents and others can weaken them. Other cards can force an immediate outcome like an automatic win for either side.

Using your barcode cards is easy:

—Place all the barcode cards in a pile with the barcode side facing down.

—Follow the small arrow indicator flashing on screen before each round/stage begins. When arrows "flash", it's time to insert either one or two barcode cards.

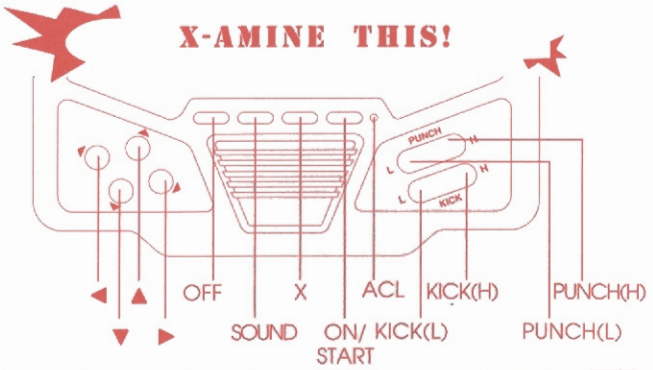
—To insert a barcode card, run the card through the scanner at the top of your unit, with the barcode side facing down and the picture side facing up.

—When a card has been correctly read by your unit, you will hear two "beeps". If you hear no sound or a special sound then the card has not been read or has been read incorrectly and you must run the card through the scanner again.

—Remember each card produces a different effect! So use our barcode cards to your advantage!

USE OF BARCODE CARDS

X-AMINE THIS!

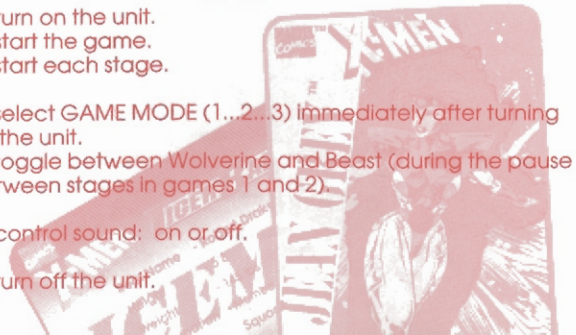


ON/START —to turn on the unit.
—to start the game.
—to start each stage.

"X" —to select GAME MODE (1..2..3) immediately after turning on the unit.
—to toggle between Wolverine and Beast (during the pause between stages in games 1 and 2).

SOUND —to control sound: on or off.

OFF —to turn off the unit.



PUNCH (H) —to punch high.
—to extend adamantium claws as Wolverine.

PUNCH (L) —to punch low.
—to fire electro-magnetic disperal gun as Beast.

KICK (H) —to high kick.

KICK (L) —to kick low.

"▲" —to jump up.

"▼" —to move down immediately after jumping up.

"►" —to move right.

"◄" —to move left.
—to block opponent attacking from the right hand side.

NOTE: PLAYERS WILL USE VARIATIONS OF PUNCH AND KICK BUTTONS IN COMBINATION WITH THE CONTROL BUTTONS TO DO SPECIAL MOVES!

Press the ON/START button to turn on the game. You will hear a voice exclaim, "X-MEN FOREVER!" and the maximum score is displayed.

The default game is GAME 1. PRESS THE "X" BUTTON TO CHOOSE YOUR GAME MODE.

Then press the ON/START button again. A default fighter (either Wolverine or Beast) is shown.

PRESS THE X BUTTON TO SELECT YOUR CHOICE OF FIGHTER: WOLVERINE OR BEAST!

IN GAMES 1 and 2, You can change fighters before each stage begins! Just use the "X" button during the pause between stages to select the fighter of your choice! IN GAME 3, you are assigned your fighter!

After your fighter is chosen (chosen by you in games 1 and 2; chosen by computer in game 3), press the ON /START button to begin stage 1. In all 3 game modes you fight against the computer in 5 stages of play:

STAGE 1: AGAINST SINISTER

STAGE 2: AGAINST SABRETOOTH

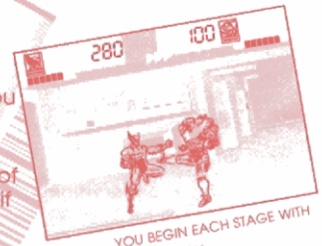
STAGE 3: AGAINST SINISTER

STAGE 4: AGAINST SABRETOOTH

STAGE 5: AGAINST MAGNETO

You begin each stage with FULL ENERGY and 3 LIVES and so do your enemies. You lose energy whenever you are hit—so do your enemies. You lose a life whenever you run out of energy—so do your enemies.

The GAME IS OVER if you ever use up all 3 of your lives in any stage. You WIN the stage if you can use up all your enemy's lives!



YOU BEGIN EACH STAGE WITH FULL ENERGY.

In GAME 3, the 5 stages are divided into 10 parts of action because game 3 is a two player game. The two players each play up to the full 5 stages (if each player survives that long). The first player plays stage 1, then the second player plays stage 1. Then the first player plays stage 2, then the second player plays stage 2. Alternating continues in GAME 3 until both players complete all 5 stages. Then the player with the high score WINS.

However, if either player receives a GAME OVER during stages 1-4, that will be the last stage of play:

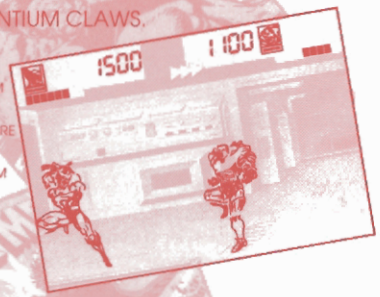
--If player 1 receives a GAME OVER, then player 2 takes his turn. If he completes the stage, he is automatically the winner. But if player 2 also receives a GAME OVER, the player with the highest score wins.

--If player 1 completes a stage, and player 2 receives a GAME OVER, then player 1 WINS.

In all 3 games, each fighter (Wolverine, Beast, Magneto, Sabretooth, and Sinister) can punch and kick. Each also has special talents:

—Wolverine slashes with his ADAMANTIUM CLAWS.

FOR WOLVIE TO SLASH WITH HIS ADAMANTIUM CLAWS, MOVE HIM TO THE LEFT-MOST POSITION. THEN PRESS "◀" UNTIL HIS HANDS ARE ON TOP OF HIS HEAD. THEN PRESS "▶" + PUNCH (H) TO STRETCH OUT HIS ADAMANTIUM CLAWS FOR A LIMITED TIME!

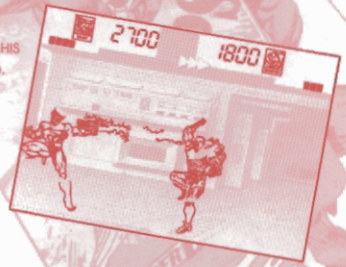


Wolverine can also SPIN-DIVE to hurtle himself at enemies!

MOVE WOLVERINE TO THE LEFT-MOST POSITION, THEN PRESS "JUMP" + PUNCH (H) TO HURTLE HIMSELF AT OPPONENTS!

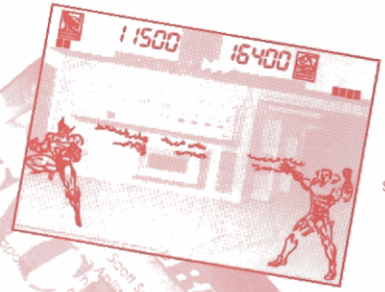
—Beast fires his ELECTRO-MAGNETIC DISPERSAL GUN.

MOVE BEAST TO THE LEFT-MOST POSITION THEN PRESS "◀" UNTIL HIS HANDS ARE ON TOP OF HIS HEAD. THEN PRESS "▶" + PUNCH (L).



BEAST CAN ALSO "SPIN-DIVE"! MOVE BEAST TO LEFT-MOST POSITION, THEN PRESS "JUMP" + PUNCH(H) TO HURTLE HIMSELF AT OPPONENTS!

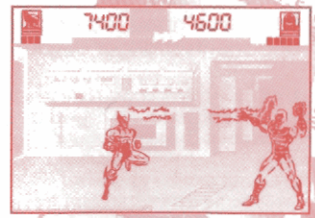
—Sinister shoots ENERGY OUT OF HIS HANDS.



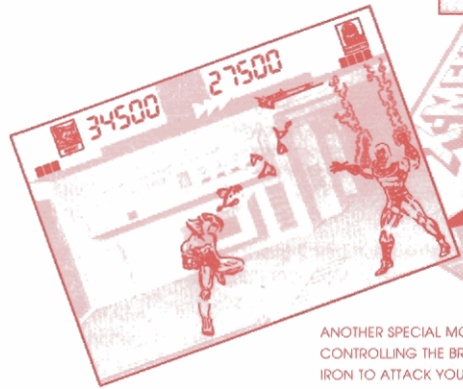
SINISTER GIVING YOU A HANDFUL!

SABRETOOTH THROWS A BROKEN IRON AT YOU!

—Magneto shoots MAGNETIC ENERGY FROM HIS HANDS.

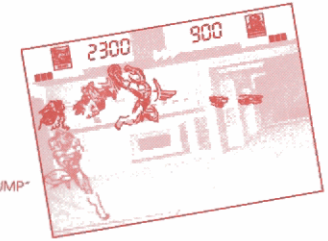


MAGNETO SHOOTING MAGNETIC ENERGY FROM HIS HANDS.

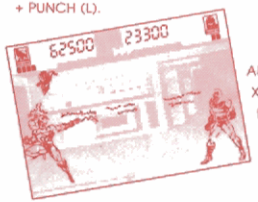


ANOTHER SPECIAL MOVE OF MAGNETO IS CONTROLLING THE BROKEN IRON TO ATTACK YOU!

In games 2 and 3 (the games with barcode cards), both you and your opponents can "power up" to become stronger and harder to defeat! With barcode cards, you can actually acquire the powers of other X-Men! But remember—barcode cards can also backfire by making your opponents stronger or you weaker!



BARCODE CARDS ARE ULTRA-COOL. FOR INSTANCE, YOU COULD PICK UP THE BARCODE CARD THAT ACTIVATES THE ENERGY-CHARGED EXPLODING CARD THAT BELONGS TO FELLOW X-MEN, GAMBIT!
NOW YOU CAN USE GAMBIT'S WEAPON BY:
MOVING BEAST TO THE LEFT-MOST POSITION, THEN PRESS THE "◀" BUTTON UNTIL HIS HANDS ARE ON TOP OF HIS HEAD, THEN PRESS "JUMP" + PUNCH (L).



ANOTHER BARCODE CARD ENABLES YOU TO USE THE WEAPON OF FELLOW X-MEN, CYCLOPS! WHEN YOU HAVE THIS CARD:
MOVE WOLVERINE TO THE LEFT-MOST POSTION. THEN PRESS "◀" UNTIL HIS HANDS ARE ON TOP OF HIS HEAD. THEN PRESS "▶" + PUNCH (L).

In GAMES 2 and 3, you can "swipe" either 1 or 2 barcode cards before play begins in each stage. So in game 2, you can use up to 10 barcode cards. In game 3, up to 20 barcode cards can be used!

(In games 2 and 3, at least 1 barcode card MUST be swiped before play begins in each stage. Remember, game 1 is played without barcode cards).

—Once you have selected a fighter, you will see the arrows on screen. "Swipe" through a barcode card and you will both see and hear that the card has been read correctly. If the card has been read incorrectly, no change will appear on screen and you will hear a special sound. Insert the card again until it is "read" correctly by your unit.

DON'T FORGET THAT BARCODE CARDS CAN BACKFIRE, TOO! IN THIS EXAMPLE, A BARCODE CARD HAS GIVEN MAGNETO A BOMB TO USE AGAINST YOU!

—If you choose to insert one barcode card instead of two, just press the ON/START button after the first card has been read. You can also choose to play a stage without barcode cards by pressing the ON/START button immediately after selecting your fighter.

In all 3 games, the game will pause when you complete a stage. Use the "X" button to select your fighter (WOLVERINE or BEAST) before each stage begins.

After selecting your choice of fighter, then press the ON/START button to begin each new stage when you are ready.

After a GAME OVER, press the ON/START button to start a new game (within the same game mode). Or you can use the "X" button to select a new game mode and then press the ON/START button to begin play from this new mode!

X-PEL YOUR ENEMIES!

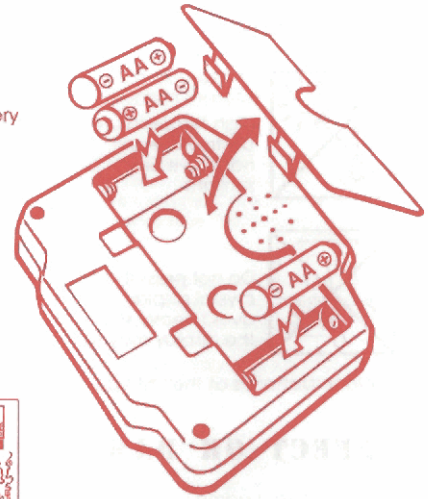
You score points by attacking Sinister, Sabretooth, and Magneto:

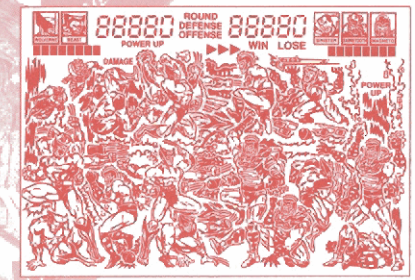
200 POINTS	for punching or kicking an enemy.
300 POINTS	for using Wolvie's adamantium claws or Beast's gun to successfully attack an enemy.
400 POINTS	for acquiring Gambit's cards.
1000 BONUS POINTS	for completing each stage.

You also LOSE 100 POINTS each time you are hit by an enemy!

INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.)
Insert three "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.





After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the

CAUTION

High temperature will destroy the unit. Do not leave unit in direct sunlight.

Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.

Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Clean only with a piece of soft dry cloth.

Replace batteries at the first sign of erratic operation.

DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

TIGER ELECTRONIC TOYS REPAIR CENTER
980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.

90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.